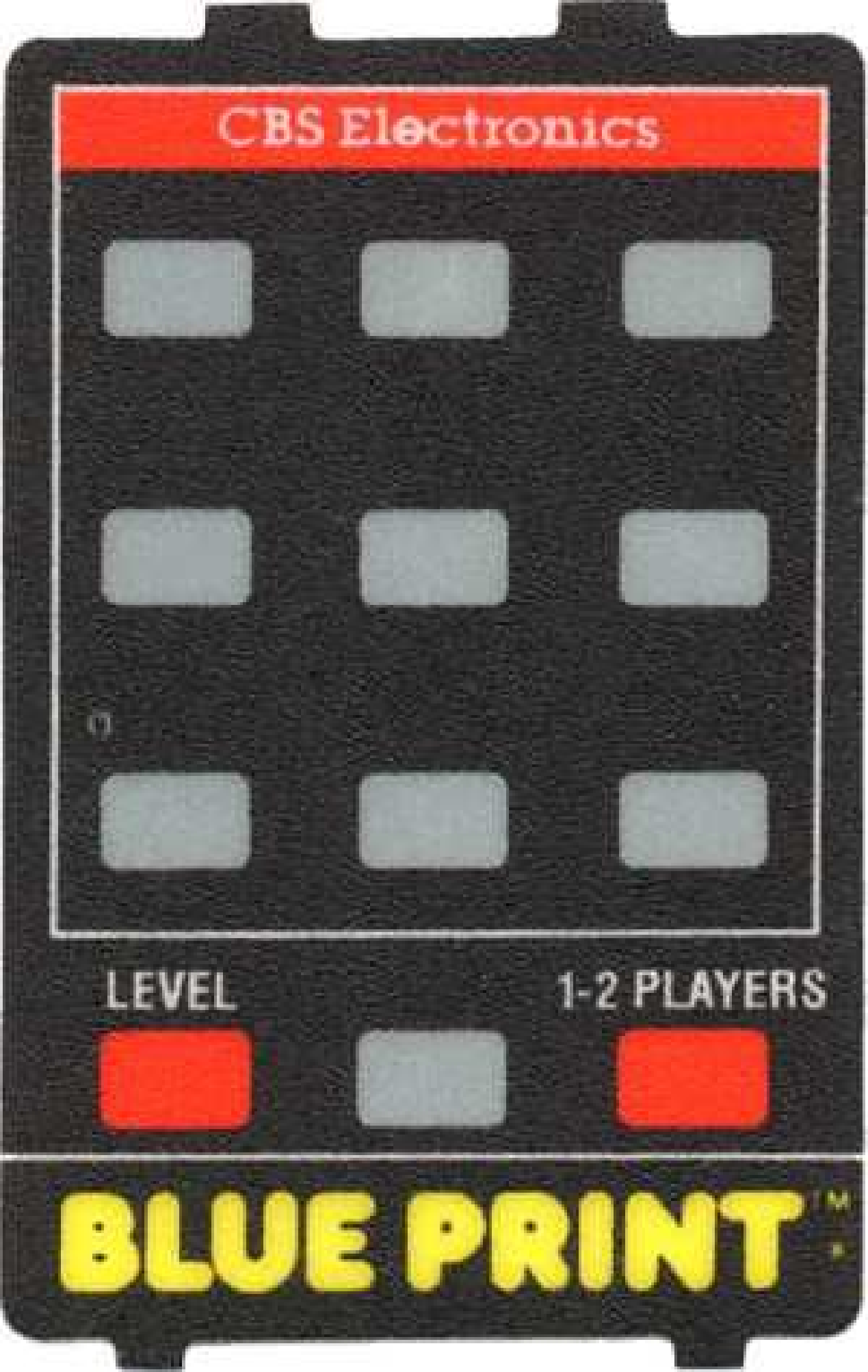
CBS Electronics
LEVEL
1-2 PLAYERS
BLUE PRINT™

BLUEPRINT™*

For the Atari® 5200™.
For one or two players.

GAME PLAY INSTRUCTIONS

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SETTING UP YOUR VIDEO CONSOLE

1. Hook up your video game system, following manufacturer's instructions.

2. With the power OFF, plug in the video game cartridge.

3. Turn power ON. If no image appears, check the connection of your game system to the TV, then repeat steps 1-3.

4. Plug two 5200™ Controllers firmly into controller jacks 1 and 2. Use the controller in jack 1 for one-player games.

5. Keypad overlays are provided for your convenience. If you desire, slip the overlays onto the keypads of the controllers.

6. Press the keypad square marked 1-2 Players (the # key) to select either the one-player or two-player version.

7. Players start at Level 1. To begin at a higher level, press the keypad square marked Level (the * key) until the desired level number appears.

8. To start the game, press the START key or one of the two bottom buttons on the sides of the controller. To restart the game when the game ends, press the START key again. To pause the game, press the PAUSE key. To resume the game, press the PAUSE key again. Pressing the RESET key returns the game to the title screen at Level 1.

Programmed for CBS Electronics by Solitare Group, Rancho Cordova, California.

Note: Never remove your video game cartridge from the console unless the power is turned OFF.

CHIVALRY IS NOT DEAD!

That nasty old troll, Ollie Ogre, is at it again. He's chasing poor Daisy Damsel all across the neighborhood! So what are you waiting for, hero? Get out there and stop him! You have the blueprint (plans) for the only contraption that can knock him off. All you need now are the parts with which to build it and they're hidden in the houses of the neighborhood. What you don't need are the bombs you may pick up and encounters with fiendish Fuzzy Wuzzy! But if you complete your contraption in time you'll be able to stop Ollie and save Daisy!

So get a move on already! Daisy's counting on you!

OBJECT OF THE GAME

The object of BLUEPRINT is to accumulate points by finding the parts of your contraption hidden within each neighborhood and successfully placing them in their proper positions on the blueprint for the contraption. Once the contraption is built, you can score bonus points by using it to stop the pursuit of Daisy Damsel by Ollie Ogre.

OUR HERO

In BLUEPRINT, you play the part of our gallant hero. You begin each game with five lives. The number of hero silhouettes at the top of the screen indicate how many lives you have left in reserve.

Use the joystick to enter each neighborhood and to move from house to house. As you search for parts to fit the blueprint, the bottom buttons on the sides of your controller act as your speed control. Once your completed contraption is activated, however, these buttons become your triggering device, enabling you to fire off a shot at mean old Ollie Ogre. The top buttons have no function in this game.

You will be awarded one extra life if you score 20,000 points.

DAISY'S DILEMMA

Your sweetheart, the fair Daisy Damsel, is being chased throughout the game by that dastardly villain, ugly Ollie Ogre! If at any time during the game Ollie catches up with Daisy, a distress signal will sound. This is your cue telling you that you have only a few seconds left to stop Ollie before he finally grabs Daisy!

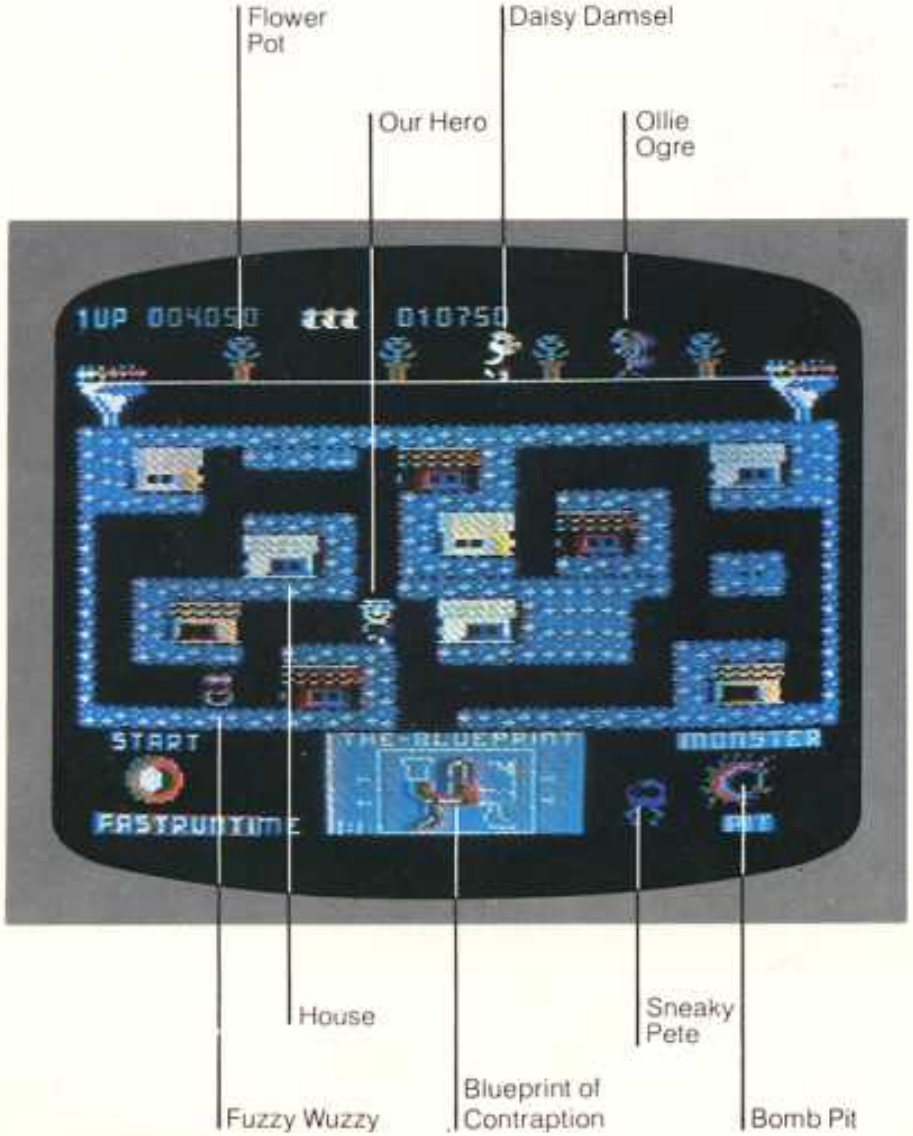
NEIGHBORHOODS & HOUSES

Each neighborhood is made up of 10 houses, eight of which contain the parts to your blueprint. The other two houses contain deadly bombs. To progress to the next neighborhood and the next level of play, you must find the missing parts, position them on the blueprint in their proper positions and then use your completed contraption to stop Ollie and save Daisy.

On Level 1, the neighborhood has three entranceways. On Level 2, it has two. All others have only one entranceway. Furthermore, neighborhoods increase in difficulty in the amount of time you have to save Daisy and in the frequency and speed of the other dangers lurking within.

COMPLETING YOUR CONTRAPTION

When you enter a house that contains a part to your contraption, a short victory signal will sound and you'll score 1,000 points. Then, use the joystick to maneuver the part out of the neighborhood and onto the blueprint. Remember that the part must be placed in its proper position.



BOMBS

Should you enter a house that does not contain a part or if you return to a house from which you've already taken one, you will automatically pick up a bomb. A warning signal will sound indicating that you have a limited amount of time to defuse the bomb before it blows. To defuse a bomb, use the joystick to maneuver it to the Bomb Pit. You must drop the bomb directly into the Pit! Once the bomb has been defused, you may resume your search for the missing parts as time permits. For every bomb successfully defused, you'll score 50 points.

Note: If you are *in possession* of a contraption part and you enter another house as you pass through the neighborhood, you will not pick up a bomb.

SNEAKY PETE

Sneaky Pete is the neighborhood nerd who lives deep within the Bomb Pit. Every now and then, he'll pop up on the surface to make your life more miserable. If he gets a chance to press the "START" button on the screen before you've completed your contraption, he'll cause all the parts already in place to slip off of the blueprint! You can stop him by simply grabbing him and dropping him back into the Bomb Pit. If he should wreck havoc upon your contraption, you'll have to drop him into the Bomb Pit first, before you go about putting the fallen parts back into place on the blueprint.

Dropping a bomb on Pete *just before he jumps out of the Pit* will keep him in his place.

FUZZY WUZZY

Starting on Level 3, Fuzzy Wuzzy, an explosive little fellow who was once in love with Daisy, makes his appearance. Daisy never returned his affections, of course, and, as a result, Fuzzy now wanders around the neighborhood getting in your way and making your quest more difficult. If he should get hold of you, regardless of whether you have a part, a bomb or are empty-handed, you'll forfeit the life in play.

FLOWER POTS

As Ollie continues to chase Daisy across the top of the screen, he'll occasionally knock a Flower Pot off of the ledge. One blow from one of these Flower Pots will prove fatal. Be especially careful of them next to the blueprint. When they hit bottom, they grow feet and bounce right toward you!

SAVING DAISY

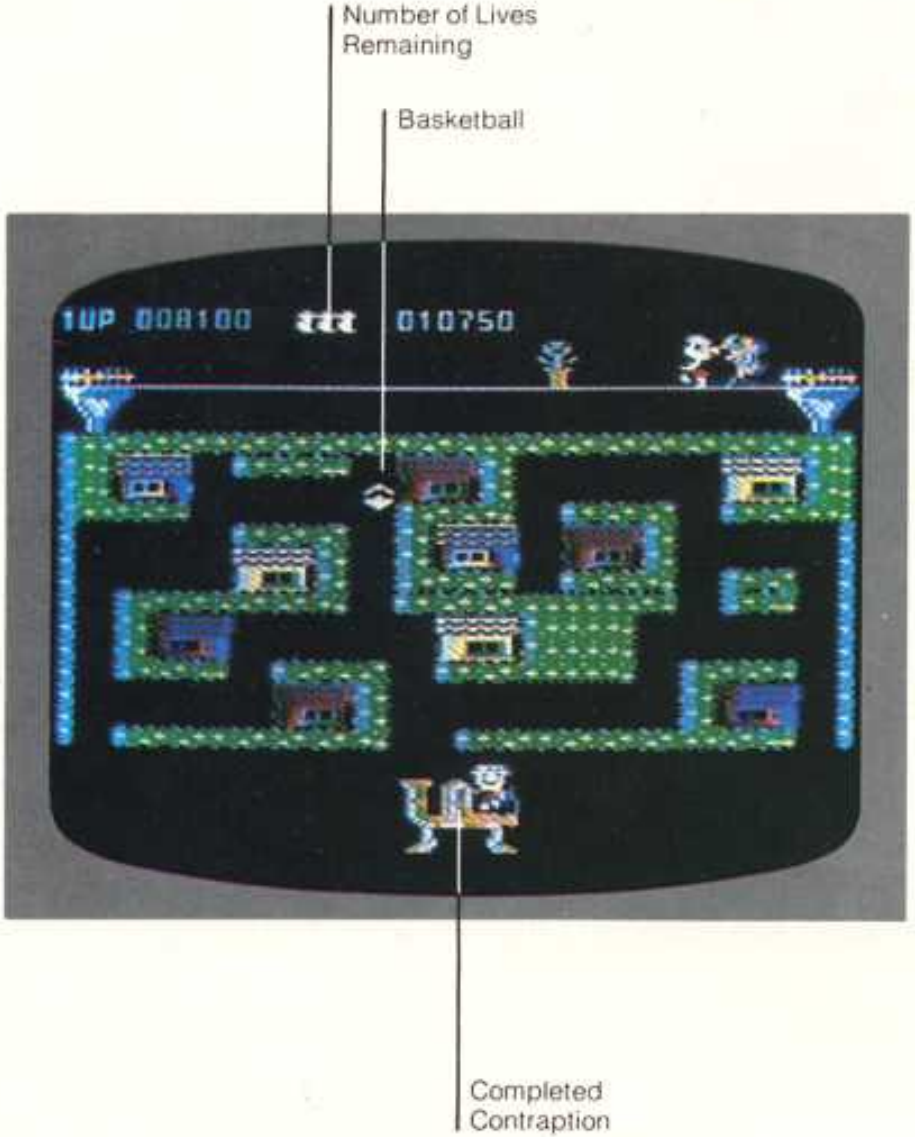
The moment you complete your contraption, a signal will sound alerting you to the fact that it's time to save Daisy! Use the joystick to maneuver yourself right on top of the "START" button at the lower left corner of the screen. This will activate your contraption.

Now use the joystick to move your contraption back and forth along the bottom of the screen. To fire a basketball at Ollie, press one of the two bottom buttons on the sides of your controller. Some basketballs might sputter out before you actually manage to get one high enough to hit Ollie. Only one shot may be fired at a time.

Have no fear; you cannot ever hit Daisy by accident. That would be most unheroic.

If you hit Ollie, he'll be knocked out cold and you will have saved your sweetheart! Bonus points will be scored and you'll proceed to the next neighborhood with Ollie commencing his pursuit of Daisy all over again.

If you miss Ollie, you'll have as many chances to hit him as time permits.



LOSING A LIFE

When a life is lost, you will witness its ascent to its heavenly reward. A life may be lost in any one of the following ways:

- In a bomb explosion.
- In an encounter with Fuzzy Wuzzy or a Flower Pot.
- When Ollie Ogre finally gets hold of Daisy Damsel.

Your next life will begin on the neighborhood already in progress. All parts that had been successfully placed on the blueprint will remain intact. Any part that may have been in transit when the previous life was lost will be just where you left it. Sneaky Pete, if he was about, will be back in his Pit. And, most importantly, Ollie will begin chasing Daisy all over again.

Note: If you complete your contraption but fail to stop Ollie in time, thereby losing a life, your new life will start on the level in progress, but your contraption parts will have slipped off of the blueprint. You will have to put them back in their proper positions and then press the "START" button again in order to reactivate your contraption.

SPEED CONTROL

As you go from house to house searching for the missing parts, you may use the bottom buttons on the sides of your controller to increase your speed of movement. Hold one of the buttons in to speed up; release to return to normal speed. This feature stays in effect for each neighborhood until you activate your completed contraption.

You have only a limited amount of this "Fast Run Time" to use per life, per neighborhood. As you deplete your supply, the meter in the lower left corner of your screen will gradually move from right to left. Every time you locate a part to your contraption, your speed supply will be slightly recharged.

END OF GAME

The game ends when you valiantly lose your last life in the noble effort to save your sweetheart, Daisy Damsel, from the clutches of Ollie Ogre.

SCORING

Score is displayed at the top of the screen throughout the game.

Point Values:

Finding a Part to the Blueprint	1,000 points
Defusing a Bomb	50 points
Knocking Off Ollie	500 to 2,500 points depending on distance from Daisy.

TWO-PLAYER VERSION

Two players may compete in BLUEPRINT, alternating turns. Player One uses the controller in jack 1 and his/her score appears on the left side of the screen. Player Two uses the controller in jack 2 and his/her score appears on the right side of the screen.

STRATEGY HINTS

1. Save your speed supply for times when you'll really need it like maneuvering through the houses on the upper blocks of the neighborhood or when you unexpectedly pick up a bomb.

2. Once you pick up a part, you'll be able to avoid Fuzzy Wuzzy by ducking into *any* nearby house. As long as you have the part you won't be able to pick up anything else.

3. BLUEPRINT is, most of all, a memory game. Younger players (as well as absent-minded ones) might find it easier to play as a team. One member moves through the houses while the other member keeps track of where they've already been.

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CBS Electronics, 601 Doremus Avenue
Newark, NJ 07105

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

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